```
UnitWithinRangeLocator< T >
+ action
+ startkey
+ radius
+ maxUnitRadius
+ UnitWithinRangeLocator()
+ UnitsOnly()
+ BoltsOrUnits()
+ NeedDistance()
+ init()
+ cullless()
+ cullmore()
+ acquire()
```

UnitWithinRangeOfPosition< T >

+ UnitWithinRangeOfPosition()

+ init()